ROGUE

NAME:	RACE:	
ALIGNMENT:	LEVEL:	
ROGUISH ARCHETYPE:		

CLASS FEATURES

Hit Points

Hit Dice: 1d8 per rogue level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rogue level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords
Tools: Thieves' tools
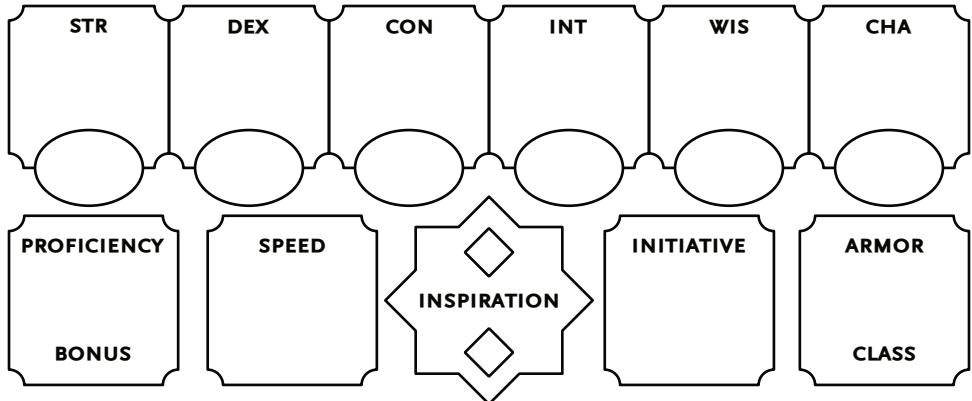**Saving Throws**: Dexterity, Intelligence
Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a rapier or (b) a shortsword
(a) a shortbow and quiver of 20 arrows or (b) a shortsword
(a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
Leather armor, two daggers, and thieves' tools

STR	DEX	CON	INT	WIS	CHA
◯	◯	◯	◯	◯	◯

PROFICIENCY

BONUS

SPEED

◇
INSPIRATION
◇

INITIATIVE

ARMOR

CLASS

SAVING THROWS

STR	☐		INT	☐
DEX	☐		WIS	☐
CON	☐		CHA	☐

SENSES

☐ PASSIVE WIS (PERCEPTION)

☐ PASSIVE INT (INVESTIGATION)

☐ PASSIVE WIS (INSIGHT)

DEATH SAVES

⬡ ⬡ ⬡ FAILS

SAVES ⬡ ⬡ ⬡

SKILLS

PROF	MOD	SKILL	BONUS
◯	DEX	Acrobatics	_____
◯	WIS	Animal handling	_____
◯	INT	Arcana	_____
◯	STR	Athletics	_____
◯	CHA	Deception	_____
◯	INT	History	_____
◯	WIS	Insight	_____
◯	CHA	Intimidation	_____
◯	INT	Investigation	_____
◯	WIS	Medicine	_____
◯	INT	Nature	_____
◯	WIS	Perception	_____
◯	CHA	Performance	_____
◯	CHA	Persuasion	_____
◯	INT	Religion	_____
◯	DEX	Sleight of Hand	_____
◯	DEX	Stealth	_____
◯	WIS	Survival	_____

HIT POINTS

CURRENT   MAX   TEMP

Hit Dice: 1d8 per rogue level

Hit Points at 1st Level: 8+ your Con. modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Con. modifier per rogue level after 1st

OTHER PROFICIENCIES & LANGUAGES

BACKGROUND

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

CHARACTER BACKSTORY

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

GEAR & ARMOR

	ATTUNED
HEAD	○
AMULET	○
CLOAK	○
ARMOR	○
ARMS	○
RING	○
RING	○
BELT	○
BOOTS	○
SHIELD	○

INVENTORY & TREASURE

THE ROGUE

LVL	PROF. BONUS	SNEAK ATTACK	FEATURES
1ST	+2	1D6	EXPERTISE, SNEAK ATTACK, THIEVES' CANT
2ND	+2	1D6	CUNNING ACTION
3RD	+2	2D6	ROGUISH ARCHETYPE
4TH	+2	2D6	ABILITY SCORE IMPROVEMENT
5TH	+3	3D6	UNCANNY DODGE
6TH	+3	3D6	EXPERTISE
7TH	+3	4D6	EVASION
8TH	+3	4D6	ABILITY SCORE IMPROVEMENT
9TH	+4	5D6	ROGUISH ARCHETYPE FEATURE
10TH	+4	5D6	ABILITY SCORE IMPROVEMENT
11TH	+4	6D6	RELIABLE TALENT
12TH	+4	6D6	ABILITY SCORE IMPROVEMENT
13TH	+5	7D6	ROGUISH ARCHETYPE FEATURE
14TH	+5	7D6	BLINDSENSE
15TH	+5	8D6	SLIPPERY MIND
16TH	+5	8D6	ABILITY SCORE IMPROVEMENT
17TH	+6	9D6	ROGUISH ARCHETYPE FEATURE
18TH	+6	9D6	ELUSIVE
19TH	+6	10D6	ABILITY SCORE IMPROVEMENT
20TH	+6	10D6	STROKE OF LUCK

STROKE OF LUCK TRACKER ··············

REPLENISHED
AFTER SHORT OR LONG REST

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Roguish Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Thief, Assassin, or Arcane Trickster, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Reliable Talent

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Blindsense

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Slippery Mind

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Elusive

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature, you can't use it again until you finish a short or long rest.

ANIMAL COMPANIONS/FAMILIARS

INFO

NAME

SPECIES

SIZE

CHALLENGE RATING

STRENGTH	DEXTERITY	CONSTITUTION
INTELLIGENCE	WISDOM	CHARISMA
ARMOR	SPEED	
CLASS		

SENSES

PASSIVE WIS (PERCEPTION)

PASSIVE INT (INVESTIGATION)

PASSIVE WIS (INSIGHT)

LANGUAGES

SAVING THROWS

STR		INT	
DEX		WIS	
CON		CHA	

SKILLS

PROF	MOD	SKILL	BONUS
O	DEX	Acrobatics	
O	STR	Athletics	
O	WIS	Insight	
O	WIS	Perception	
O	CHA	Persuasion	
O	DEX	Stealth	

DEATH SAVES

FAILS

SAVES

HIT POINTS

Hit Dice: 1d8 per bard level
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CURRENT   MAX   TEMP